

Titus Simirica

Concept Designer / Illustrator

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Portfolio | www.Titus-Concepts.com

PERSONAL STATEMENT

When I was little I would analyze and deconstruct my toys to understand how they work. To this day I attribute this activity that stressed my parents to no end to be the reason why I'm a concept artist today. I dream of worlds that are different than ours and get lost in tangents of what things, people, and cultures may lie in these unexplored worlds. I desire to learn more and love the idea that my passion allows me to be a scientist one day and a blacksmith the next.

My ultimate goal is to create believable worlds that energized viewers to question all the intricacies that make a world and society unique.

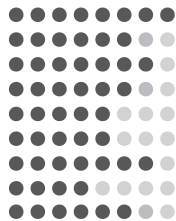
PROJECTS

- Mortal Kombat 9** (360, PS3)
- Dragon Front** (Oculus Rift)
- Horn** (Mobile)
- Trisaga Wars** (Mobile)
- Silent Scope** Cancelled (360, PS3, PC)

SKILLS

01 Computer

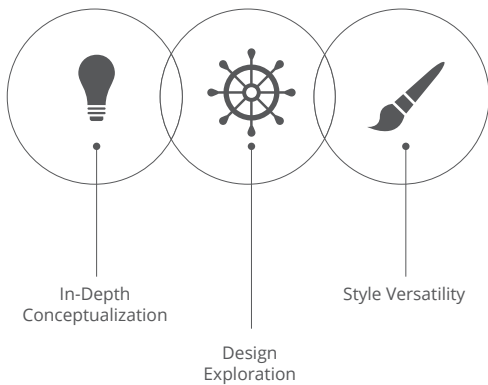
Adobe Photoshop
3DS Max
Substance Painter
Adobe Illustrator
Unreal Dev Kit
After Effects CS6
Perforce
Serena TeamTrack
Microsoft Office



02 Knowledge

Matte Painting
3D Model Sketching
Color and Light
Mechanical Design
Architectural Design
Weapon Design
Character Design
Environment Design
Charcoal Drawing
Traditional Painting

SPECIALITIES



ACHIEVEMENTS

- **8 Time "Employee of the Moment" winner**
WMS Gaming
- **Most outstanding Student Organization Award**
Illinois Institute of Art - Schaumburg
Founder of "Conceptual Alchemists"
- **Leadership Certificate Program**
Illinois Institute of Art - Schaumburg

WORK EXPERIENCE

Turn 10 Studios | July 2016 - Current

Concept Artist

- Build envisioned environments and spaces in a photo real style for Forza Motorsport 7
- Creating artwork and providing art direction for other art departments to raise the visual quality of our game.

High Voltage Software | July 2015 - November 2015

Concept Artist

- Collaborated with the Art Director on a variety of subjects such as Character, Creature and Vehicle Design.
- Utilized 3D software to facilitate concept designs which were later ingested into game pipeline.

TriSun Games | November 2013 - April 2015

Concept Artist & Illustrator

- Collaborated with the Art Director to establish a unique and compelling design style for the weapons, armor and visual effects of Trisaga Wars.
- Provided knowledge of trending designs to keep the overall look and feel of the game fresh.
- Created high polished illustrations and visual effects to serve as front end game

Phosphor Games | March 2012 - July 2012

Concept Artist / Storyboard Artist / Cinematic Artist

- Brainstormed with the Art Director to develop the main character of Horn (mobile game).
- Developed storyboards and style for the in game cinematic
- Designed UI elements, item icons and weapon concepts.

Day1 Studios LLC. | September 2011 - December 2011

Concept Artist

- Created concepts of props, weapons, environments and in game graphic art for a next gen remake of Konami's Silent Scope Arcade game.

WB Games Chicago | January 2010 - April 2010

Concept Artist Intern

- Worked under Mike Tassie as a Concept Artist working on Mortal Kombat X
- Worked with Maya and Unreal Engine to bring some of my concepts into the game as a functional asset.
- Designed Characters, Creatures and Weapons with high level design team.

EDUCATION

Learn Squared

- *Environment Painting with Maciej Kuciara*
February 2016

The Illinois Institute of Art - Schaumburg

- *Game Art and Design*
From September 2007 to September 2011.

School of Representational Art

- *Classical Life Drawing and Sketching*
Summer 2010

HOBBIES & INTERESTS

